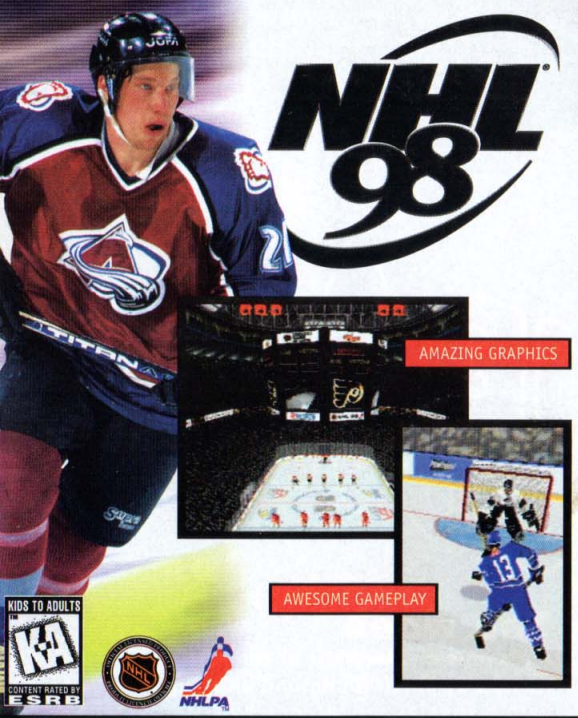

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PlayStation

EA SPORTS

If it's in the game, it's in the game.™

PlayStation

NTSC U/C

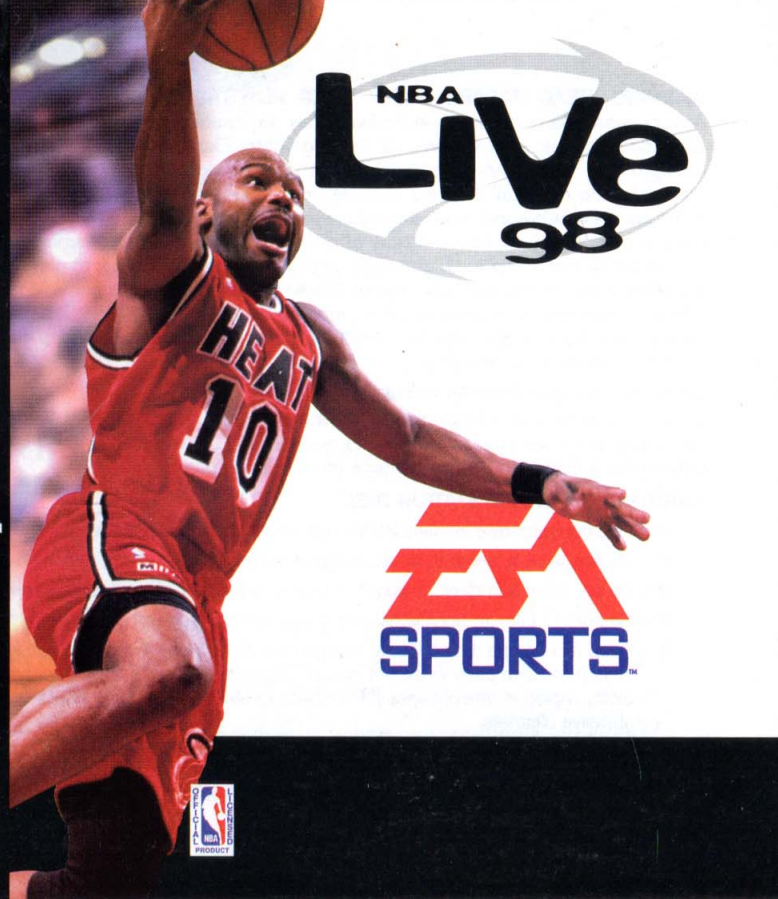
PlayStation

KIDS TO ADULTS

K-A

CONTENT RATED BY ESRB

SLUS-00523



WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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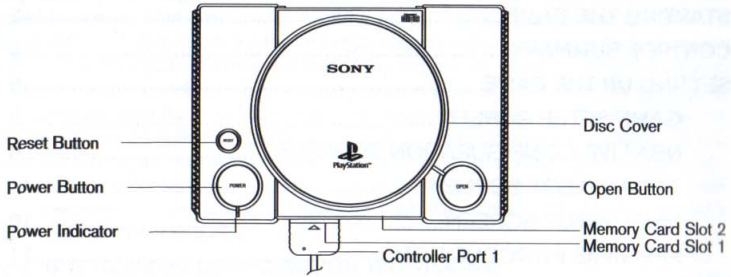
STARTING THE GAME



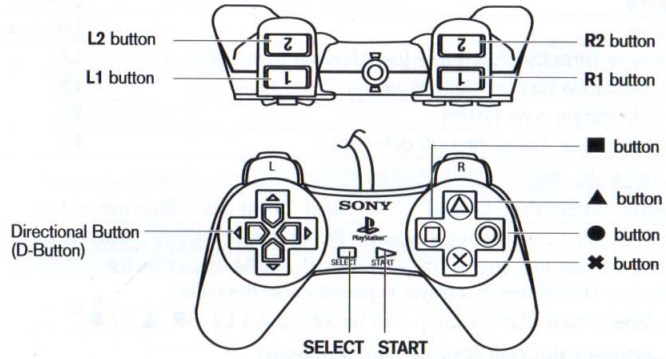
1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NBA Live 98* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console.

   Note: When using the Multi Tap, at least one controller must be connected to Controller port 1-A.
4. To skip through the introductory screens and video, press **START** at each screen. The Game Setup screen appears (➢ p. 5).

For more info about this and other titles, check out **EA SPORTS™** on the web at

www.easports.com

CONTROL SUMMARY



MENU CONTROLS

❑ You can get Help on the controls for every menu screen by pressing ▲. In some cases there are multiple help files, denoted by a number as in 'Help1'.

Action	Control
Highlight menu item	D-Button ↕
Change highlighted item	D-Button ↔
Cycle secondary menu items	**L1/R1** or **L2/R2**
Activate highlighted option/go to screen	✖
Activate **Help** screen to view menu controls	▲
Activate **Navigation** menu overlay	●
Return to previous screen (Cancel changes)	**SELECT**
Advance to next screen (Accept changes)	**START**

Default Gameplay Controls

Pause game	**START**
Move player	D-Button
DirectPass or **DirectSwitch** mode (pass/switch to any player)	**L1**
DirectShoot mode (control dunk or layup)	**L2**
Turbo mode (player runs faster)	**R1**
Drive mode (player drives through defenders)	**R2**

Offense—With the Ball

■ **Crossover** dribble (hold to fake) ▲ **Back Down** (hold)/**Spin move** (tap)

✖ **Pass** (D-Button to choose receiver) ● **Shoot** (press to jump; release to shoot)

- To **DirectPass** to a specific player, press **L1** + ■, ▲, ✖, or ●. (**L2** + ✖ for an alley-oop **DirectPass** to a player in position near the hoop.)
- To **DirectShoot** (dunk or layup near basket), press **L2** + ■, ▲, or ●.

Offense—Without the Ball (Player Lock Enabled)

■ Make computer ballhandler **shoot** ▲ **Call for pass** from computer ballhandler (**Jump** to rebound or tip-in after shot)

✖ **Call for pass** from computer ballhandler ● **Hand-check** (**R1** + ● for hard hand-check)

- To DirectSwitch to a **specific player**, press **L1** + ■, ▲, ✖, or ●.
- To call for a **pick**, press **SELECT**.

Defense

■ **Steal** ▲ **Jump** to rebound or block shot

✖ **Switch** players (D-Button to choose player) ● **Hand-check** (**R1** + ● for hard hand-check)

- To DirectSwitch to a **specific defender**, press **L1** + ■, ▲, ✖, or ●.
- To switch to the defender **closest to the basket**, press **L2**.

- To **face up** the player you're guarding, hold **R2**.
- To call for a **double-team**, press **SELECT**.

On-the-fly Playcalling

- If you've assigned sets/play from the Strategy screens (➢ p. 18), press **SELECT** + the appropriate button (■, ▲, ✖, ●, **L1**, **R1**, **L2**, or **R2**) to call the assigned offensive or defensive set/play.

SETTING UP THE GAME

GAME SETUP SCREEN

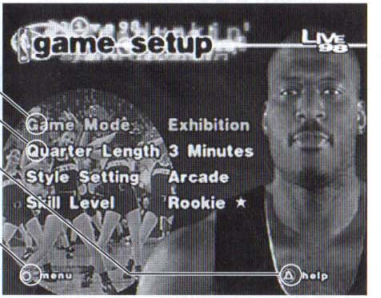
Use the Game Setup screen to choose the game mode, style, and difficulty you want.

D-Button ↔ to change highlighted item.

D-Button ↕ to highlight menu items.

Press ▲ to get Help on how the buttons work

Press ● to access Navigation menu



◆ Press **START** to continue—in Exhibition mode, the Team Select screen appears (➢ p.10)

Note: Default options are listed in **bold** type in this manual.

- **Game Mode**
  EXHIBITION: Play a single game with any NBA, All-Star, or Custom teams.
  SEASON: Start a new Season. ➢ *Season Play* on p. 25.
  PLAYOFFS: Start a new Playoff tournament. ➢ *The NBA Playoffs* on p. 27.
  3 POINT SHOOTOUT: Take up to eight shooters and try to drain three-pointers just like in the All-Star game. ➢ *3 Point Shootout* on p. 29.
- **Quarter Length:** Set the length of a quarter from 2–12 MINUTES.
- **Style Setting**
  ARCADE: Up-tempo basketball where the players never tire or foul out.
  SIMULATION: Absolute realism. Players tire, get injured, and foul out; and you must substitute accordingly.
  CUSTOM: Use current Rules screen settings (➢ p. 7).
- **Skill Level**
  ROOKIE ★: The easiest skill level.
  STARTER ★★: Average difficulty. The computer plays tougher D.
  ALL-STAR ★★★: Showtime! The computer offense and defense are cranked up.
  SUPERSTAR ★★★★: Don't even try it unless you're ready.

NBA LIVE CONFIGURATION SCREENS

When you press ● from the Game Setup screen, a Navigation menu displaying the *NBA Live* configuration screens appears.

◆ To select a screen, D-Button ↔, then press ✖.

OPTION SCREEN

Set sound, display, and competition options.

- **Player Momentum:** When **ON**, players maintain momentum. When OFF, they stop on a dime.
- **Speech:** Set game speech to **PLAY BY PLAY** announcer, OFF, or ARENA ANNOUNCER.
- **Speech Volume:** D-Button ↔ to set announcer volume. The bar fills as volume increases.
- **Music Volume:** Set the volume of the music that plays during menu screens.
- **SF/X Volume:** Set the volume of game sound effects.
- **Crowd Volume:** Set the volume of crowd sound effects.
- **Sound:** Select **STEREO** or MONO audio.
- **Automatic Replay:** Set the frequency that highlight replays are shown after made baskets.
- **Slow Motion Dunks:** Toggle automatic slow motion for spectacular slams ON/**OFF**.
- **Player Indicator:** Cycle the text that appears below human-controlled players—**NAME**, NONE, POSITION (PG, SG, etc.), player JERSEY #, or POSITION #.
- **Display Indicator:** Select player indicators for the **ACTIVE PLAYER**, ALL PLAYERS, or all players on the ACTIVE TEAM.
- **Keep Scores Close:** Toggle ON/**OFF**. If ON, the abilities of the team that's behind are increased.
- **Score Overlay:** Toggle continuous score display during gameplay **ON**/OFF.

EA TIP

To quickly switch between screens, press ● from any screen to bring up the Navigation menu overlay.

RULES SCREEN

Use this screen to set custom rules and simulation options.

- **Current Style:** Select **ARCADE**, SIMULATION, or CUSTOM rule sets. If you make any changes below, the style automatically becomes CUSTOM. To jump between this option and the options below, press ✖.
- **Defensive Fouls:** This slider (**OFF** by default) sets the likelihood that defensive fouls are called. D-Button ↔ to set the sensitivity. The bar fills with color as more fouls are called.
- **Offensive Fouls:** Sets the likelihood that offensive fouls are called (**OFF** by default).

- **Foul Out:** Set player foul outs from 2–8 or turn **OFF**. In NBA play, players are ejected after their sixth foul.
- **Out Of Bounds:** Toggle out of bounds calls ON/**OFF**.
- **Backcourt:** Toggle "over and back" backcourt calls ON/**OFF**.
- **Traveling:** Toggle traveling calls ON/**OFF**.
- **Goaltending:** When ON, a defensive player may not interfere with a shot after it starts downward and has not yet touched the rim.
- **Illegal Defense:** When illegal defense calls are ON in *NBA Live*, you can't guard an area of the court; you must guard your man. You can't double-team away from the ball.
- **3 In The Key:** When ON, it's a violation when offensive players stay in the key for longer than three seconds. The 3-second clock resets when the ball hits the rim.
- **5 Second Inbounding:** When ON, you must inbound the ball within 5 seconds.
- **10 Second Half Court:** When ON, you have 10 seconds to advance the ball over the half court line after inbounding in the backcourt.
- **Shot Clock:** When **ON**, you have 24 seconds per offensive possession to get off a shot. Every time a shot hits the rim or a change of possession occurs, the clock is reset.
- **Fatigue:** When ON, players tire, and you must substitute accordingly.
- **Injuries:** When Injuries are ON, every time a player gets knocked down there is a small chance he will be injured.

MEMORY CARD SCREEN

Load or save settings and game files from the memory card in slot 1 (1-A if you're using a Multi Tap) of your PlayStation game console.

- **Load Game:** Load previously saved Season or Playoff series files from the memory card.
- **Load Settings:** Load users, rules, and options settings.
- **Load Rosters:** Load previously saved Exhibition rosters.
- **Save Settings:** Save current users, rules, and options settings to the memory card.

- **Save Rosters:** Save current Exhibition rosters.
  - ◆ To save/load a file, highlight a slot and press ✖.

> **Note:** You can delete memory card files using the PlayStation game console's built-in Memory Card utility. For instructions on deleting and copying files, see your Instruction Manual. **Never insert or remove a memory card when loading or saving files.**

LIVE 98 MUSIC

Choose how often you want each *NBA Live* track to be played or adjust the music voume.

- ◆ To adjust the frequency a song plays, highlight it and D-Button ↔.

TOP 10 RECORDS

(Available only when there are one or more saved user names.) View records for saved user names.

CREDITS

See who made this game.

ROSTERS

Go to the Rosters screen to view/change rosters, make trades, create players, and more. ➢ *Rosters Screen* on p. 22.

TEAM SELECT SCREEN

The Exhibition Team Select screen appears before every Exhibition game. The away team is shown on the left side of the screen, and the home team is shown on the right. Team rankings appear below NBA team logos.

- To toggle the highlight between the home and away teams, press ✖.
- To change the highlighted team, D-Button ↔ to cycle through the NBA, All-Star, and Custom teams (press ■ to get Team Info; **L2/R2** for a random away/home team).
- To cycle the teams sorted by rating, highlight a rating and D-Button ↕.
- Press **START** to continue. The User Setup screen appears.

USER SETUP SCREEN

A symbol for every controller plugged into the system appears on this screen. Up to eight players may play if two Multi Tap adapters are attached.

1. To select the team you control, D-Button ↔. Position the controller symbol under either team or in the middle to select computer control.
   - To cycle **user skill level** (shown as the number of stars), press **L1/R1**.
   - To cycle through user names, D-Button ↕. Press **START** to select the highlighted name.
2. When all players have selected their teams and user names, press **START** to go to the pregame introduction.

To enter a new user name:

1. Highlight START NEW and press ✖.
2. D-Button ↕ to select a letter, then press ✖ to **add** another letter.
   - To delete a letter, press ■.
3. To accept the name, press **START**.

To delete an existing name:

- Highlight a user name and press ■, then confirm deletion.

PREGAME INTRODUCTION

Before the game, the Pregame Introduction displays the teams and home court, followed by the Starting Matchups screen. From here, you can change your starting lineup and control options:

- To sub a different player in for the highlighted player, D-Button ↔.
- To exclusively control the highlighted player (Player Lock), press ✖.

THE TIP-OFF

Every game starts with a tip-off between the centers.

- To jump for the tip-off, press ▲ as the ball drops.

PLAYING THE GAME

A colored circle appears under the player you control. When you have the ball, the circle is filled; when you don't have the ball, the circle is an outline. Each controller has a different color circle.

Note: The default controls are described in this manual. If you choose a custom controller setup, your control buttons will vary.

EA TIP

When your player's circle pulses, he's on a hot streak that temporarily boosts his attributes. When his circle darkens, he's tired.

OFFENSE

MOVING WITH AND WITHOUT THE BALL

- To **move**, D-Button in the direction you want to move. When you release the D-Button, you stop moving, but maintain your dribble if you have the ball.
- To **spin dribble**, tap ▲. To **back down** your defender, hold ▲, and you keep your back to the basket.
- To **crossover** dribble (dribble from one hand to the other), tap ■. (Hold ■ to fake crossover between your legs and behind your back.)
- To **call for a pick** when you have the ball, press **SELECT**.
- To **Turbo sprint**, hold **R1** while moving.
- To **drive** to the hoop, hold **R2** while moving.

EA TIP

Once you leave your feet to shoot you must release the ball before you land, or the ref calls traveling (if TRAVELING is ON).

PASSING

- To **pass to the default receiver** in the direction you're facing, press ✖.
- To **DirectPass to a specific player**, hold **L1**. Control symbols (■, ▲, ✖, or ●) appear over the other four players on your team. Press **L1** + the appropriate button to DirectPass to the designated player.
- To retain control of the passer (perfect for give and go plays), hold ✖. When you release ✖, the ball is passed back to you.
- To **throw an automatic alley-oop** pass, throw the ball to a player with a clear path to the basket. If he is in a position to jump for an alley-oop, an alley-oop play is automatically executed.
- To throw a **manual alley-oop pass** to an open player near the hoop, press **L2** + ✖.

Additional Player Lock Mode Controls

- To call for a pass from a computer-controlled player, press ▲ or ✖.

SHOOTING

- To **shoot**, press and hold ●. Release the ball at the top of your jump by releasing the button.
- To shoot a **leaner**, D-Button toward the basket as you press ●.
- To shoot a **fadeaway**, D-Button away from the basket as you press ●.
- To **DirectShoot** down low when you have a clear path to the hoop, press **L2** + ■, ▲, or ●. Each button executes a different move (if available).
- To make a computer-controlled player shoot, press ■.
- To pick up your dribble and **fake** a shot, tap ●.

EA TIP

If you press ✖ before you release ●, you can make a midair pass.

EA TIP

To ball fake after you've picked up your dribble, press ■. (To pivot, press ▲.)

REBOUNDING AND TIP-INS

You can crash the boards after a shot. If your player has good position, he tries to tip the ball in the basket when he jumps.

- To jump to grab a rebound or tip the ball in, press ▲.

DEFENSE

SWITCHING DEFENDERS

- To **switch control** to the defender closest to the ball (between the ball and basket), press ✖ without pressing the D-Button.
- To control the defender closest to the ball in a **specific direction**, D-Button in the direction of the defender and press ✖.
- To **DirectSwitch to any defender** (no matter where he is on the floor), press **L1** + ■, ▲, ✖, or ●.
- To switch to the defender **closest to the basket**, press **L2**.

PLAYING DEFENSE

- To attempt to **steal** the ball from an opponent, press ■.
- To **jump** to reject a shot or work the glass, press ▲.
- To **hand-check**, press ●. To hand-check aggressively, press **R1** + ●. (The ref may call you for a foul, though.)
- To call for a **double-team**, press **SELECT**.

EA TIP

To **face up** *your man, hold* **R2**. *Your player maintains a defensive stance with his back to the basket.*

INFRACTIONS

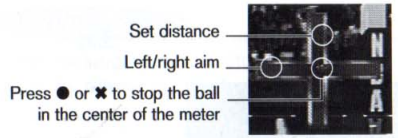
Players get to take free throws as follows:

- ❒ Fouled players get 2 free throws if the defense has committed 5 or more team fouls in a quarter. Offensive fouls don't count as team fouls.
- ❒ When a player is fouled in the act of shooting, he goes to the line. The basket counts if it is good, and the player gets one free throw. If the shot misses, the player gets two free throws (three if he was fouled beyond the three-point line).

- ❒ Flagrant fouls yield two free throws plus possession of the ball. When a player fouls out or is injured, the computer automatically subs in a new player.

FREE THROWS

Use the T-Meter™ to aim your shots from the line. The T-Meter appears when your player goes to the charity stripe.



- ❒ The speed the basketball cursor travels on the bars of the T-Meter is controlled by the player's Free Throw rating and the game difficulty mode.

PLAYCALLING

EA TIP

To activate a Playcalling Guide that shows how plays are mapped to the buttons, hold **SELECT** *for a couple seconds.*

The computer automatically calls offensive and defensive sets and plays, but if you want more control, you can choose and call your own sets and plays.

- ❒ You must choose sets, plays, and Quick Plays from the Strategy screens (➢ p. 18) before you can call them in the game.
- To call the assigned set, play, or Quick Play, press **SELECT** + the assigned button (■, ▲, ✖, ●, **L1**, **R1**, **L2**, or **R2**).

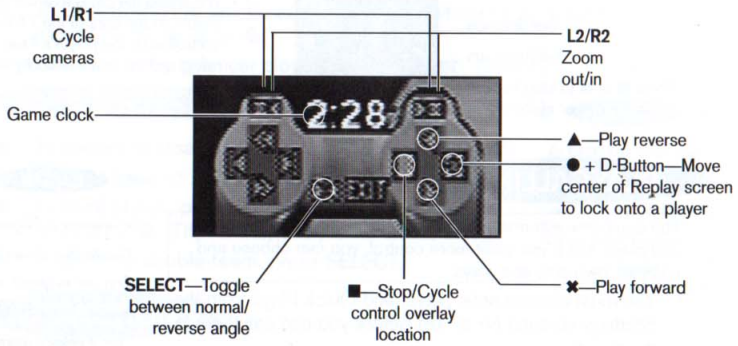
Note: Follow the diagram steps illustrated in the Strategy screens to execute the play or Quick Play. Computer-controlled players move as outlined on the diagram, but you must control the actions of the ballhandler.

PAUSE MENU

The Pause menu appears whenever you press **START** to pause the game. When options are dimmed, you cannot select them.

INSTANT REPLAY

- To go to the Replay screen, select INSTANT REPLAY from the Pause menu. An overlay displaying the controller functions appears.



- To fast forward/rewind, D-Button ↕.
- To advance/rewind one frame at a time D-Button ↔. (Hold for slow motion.)
- To cycle through the camera views, press **L1/R1**. (When you select the Highlight camera, press **L2/R2** to cycle through Highlight angles.)

TIME OUTS

You can pause the game at any time, but you must have possession of the ball to call a time out. The number of time outs remaining is listed after TIME OUT in the Pause menu. Each team gets 7 time outs per game.

To call a time out:

- Select TIME OUT from the Pause menu. The SUBSTITUTION option becomes available if it was not already.

SUBSTITUTION

You can make player substitutions when the play clock is stopped between periods, by a time out, or by a violation such as a foul or out of bounds. When the clock is not stopped, the SUBSTITUTION option is not available.

To make a substitution:

1. When the clock is stopped, select SUBSTITUTION from the Pause menu. The Substitution screen appears. The 5 players currently in the game are listed on the screen.
2. To substitute for the highlighted player, press ✖. A screen listing the available bench players appears.
3. Highlight a player, and press ✖ to insert that player into the lineup.

- To accept any changes and exit, press **START** (**SELECT** to cancel).

EA TIP

To make quick lineup changes, press L1/R1 to sub in your best free throw shooters, 3-point shooters, rebounders, or ballhandlers.

STATISTICS SCREEN

View stats for the current game or, if available, the current series.

- **Team Stats:** Go to Team Stats screen to view both teams' statistics for the current game.
- **Player Stats:** Go to Player Stats screen to view statistics for NBA players.
- **User Stats:** Go to User Stats screen to view stats (sorted by username) for all human players.
- **Shot Display:** Go to Shot Display screen to view a graphical display of made and missed shots.

Note: User Stats accumulate only for user-controlled players.

TEAM STRATEGY SCREEN

Set the default offensive and defensive sets and other strategy options.

- **Offense:** Set to **AUTOSWITCH** to have the computer call sets and plays, or D-Button ↔ to select a specific set (**L1**/**R1** for a specific play).
- **Defense:** Set to **AUTOSWITCH** to have the computer call defensive sets, or select a specific set manually.
- **Play Notify:** When ON, an overlay on the game screen lists the play being called.
- **Auto Subs:** When **ON**, the computer automatically subs for players who are tired or in foul trouble and manages your time outs.
- **Sub Notify:** Toggle notification of automatic player substitutions **ON**/OFF.
- **Offensive Strategy:** Go to the Offensive Strategy screen to set offensive rebounding and playcalling options. You can view animated play diagrams for all sets, plays, and Quick Plays and choose the controller button assigned to the set/play. Use the diagrams to get a sense for when and how to run each play. A circle indicates the ball.
  - ◆ To set rebounding options, adjust the CRASH BOARDS option. Let the computer **AUTOSWITCH** rebounding options, or set to ON to go after offensive rebounds aggressively or OFF to get back on defense.
  - ◆ To assign the current set/play to a button, press ■, ▲, ✖, ●, **L1**, **R1**, **L2**, or **R2**. An icon for the selected button appears next to the set/play.
  - ◆ To call the play during gameplay, press **SELECT** + the appropriate button.
  - ❒ You can also assign a TIMEOUT to a controller button.
- **Defensive Strategy:** Set defensive options and view and choose defensive sets in the same manner as offensive sets/plays.
  - ❒ The PRESSURE setting controls defensive intensity. Select computer-controlled **AUTOSWITCH** pressure, or set manually to LOW, MEDIUM, or HIGH defensive pressure. Higher pressure may lead to more steals, but also more fouls.
- **Defensive Matchups:** Go to the Defensive Matchups screen to control how your defenders match up against the offense:
  1. To change the matchup for the highlighted player, press ✖.
  2. Highlight the player you want to guard, and press ✖ again. The player who was guarding the man you selected now guards your original man.
  - ◆ To cycle double-teaming options for the offensive player assigned to the highlighted defender, press ■. The default is **A** (Autoswitch), but you can select Y (yes, try to double-team this offensive player when he has the ball) or N (no, don't double-team this player).
  - ◆ To cycle defensive pressure options for the highlighted defender, press ●. Default (**D**) pressure is the norm; you can also select low (L), medium (M), or high (H) pressure.

CAMERA OPTIONS SCREEN

- **Director's Preset:** Cycle through 8 configurations. To create a custom configuration, select one of the preset numbers, make your selections below, then press **START** to exit from the screen.
- **Camera Type:** Cycle through the available camera angles.
- **Zoom:** Set the current camera's zoom factor.
- **Reverse Angle:** Select **OFF** for the normal camera view or ON for the camera's reverse angle.
- **Close ups in the Key:** When ON, the camera zooms in on action in the key.
- **Freethrow Camera:** Select the camera angle you want to use when shooting free throws.
- **Reset:** Reset options for the current preset to the defaults.

PLAY OPTIONS SCREEN

Jump to the various options screens.

- **Set Rules:** Go to the Rules screen (➢ p. 7) to change rules and style options.
- **Set Options:** Go to the Options screen (➢ p. 6).
- **User Setup:** Change controller options—perfect if a player leaves or joins a game in progress.
- **Player Lock:** Set Player Lock options for each controller. **UNLOCKED** means that you can control any player; selecting an individual position means that you always control that player. This is very cool if you want to avoid confusion in multiplayer games or just want to always 'be' your favorite player.
  - ◆ To set the Player Lock options for your controller, D-Button ↕.
- **Configure Controller:** Go to the Configure Controller screen to select offensive and defensive button assignments and control method.
  - ◆ To change the button assignment for an action, highlight the action and press the button you want to control the action.

Note: ■, ▲, ✖, and ● controls and **L1**, **R1**, **L2**, and **R2** controls can't be interchanged.

- ◆ To set PLAYER MOVEMENT control, select SCREEN RELATIVE (controller directions are relative to the game screen in angled camera modes) or **ABSOLUTE** (controller directions are always relative to the court).
- ◆ To select player SHOT CONTROL, toggle between **MANUAL** and AUTO. In MANUAL mode, the chance the shot will go in is determined by the distance, angle, and button release point of the shot. In AUTO mode, the shot's probability is determined by the NBA player's statistics and attributes.

QUIT GAME

Exit the current game. Select GRUDGE MATCH (Exhibition games only) to start a new game with the current teams, QUIT GAME to confirm exiting, or **CANCEL** to return to the Play Options screen.

ROSTERS SCREEN

The ROSTERS option from the Game Setup screen allows you to trade, sign, release, edit, and create players.

- To activate the various roster screens, press ● to bring up the Navigation menu overlay, then select the screen you want to go to.

Note: Team rosters are determined by actual NBA rosters as of October 1, 1997. Some players are not included in the game for legal or contractual reasons.

TRADE PLAYERS SCREEN

You can trade players between your team and any other team.

- To cycle through the NBA teams, D-Button ↔. The number of free roster slots the team has is listed next to the team name.
- Highlight a player you want to trade and press ✖ to switch sides. Highlight a second player from the opposite side of the screen and press ✖ again. (**SELECT** to cancel). The players are traded.

❒ New for *Live 98*, you can make multiplayer trades in Season or Playoffs mode—up to 3 players for 3 players. Teams may reject unequal player trades if TRADE RESTRICTIONS is set to **ON**.

RE-ORDER ROSTERS SCREEN

The Re-order Rosters screen allows you to change the roster slots for the players on your team. The first 5 players on the roster are the starters.

- To select a team, D-Button ↔.
- To exchange the roster slot of two players, highlight a player and press ✖. Highlight a second player from the right side of the screen, and press ✖ again. The players switch roster slots.

Note: Only 12 players are allowed to suit up for a game. If you want to use a player, he must occupy one of the first 12 roster slots.

SIGN FREE AGENT/RELEASE PLAYERS SCREEN

These two screens work in tandem to allow unlimited player movement between teams. Sign Free Agent allows you to add a player from the Free Agent List to any team's roster; Release Player removes a player from a team's roster and puts him on the Free Agent List.

VIEW ROSTERS SCREEN

View stats for players from NBA teams.

NEW PLAYERS

Create, edit, or delete Custom players. The New Players screen is divided into the four screens detailed below.

- To activate the various New Players screens, press ● to bring up the Navigation menu overlay, then select the screen you want to go to.

CREATE PLAYER SCREEN

- **First/Last:** Highlight FIRST or LAST and press ✖ to begin editing the player's name.
  - To select a letter, D-Button ↕, then press ✖ to add another letter.
  - To accept the name, press **START**.
- **Team:** Select the NBA team with a free roster slot the Created player is assigned to, or assign him to the FREE AGENT list.
- **Bench Pos/Position:** The player's roster position (e.g., STARTING PG) and his natural position.
- **Hand/Jersey/Height/Weight:** Select player's jersey number, strong hand, and size.

- **College:** Player's college.
- **Years pro:** Select from 0 (Rookie) to 20 years of experience. This doesn't affect the player's skill ratings (which are set below).
- **Head/Hair Style/Facial Hair/Features:** Determine the player's appearance. The player portrait reflects your selections.
- **Endurance:** Player's stamina rating.
- **Shooting Range:** Set the maximum range in feet that the player is comfortable shooting from.
- **Clutch:** Player's ability to perform in pressure situations, with 5 being the highest rating.
- **Player Ratings:** There are four rating groups (scoring, defense, rebounds, and control), each composed of four individual ratings, and an endurance rating. You can select ratings from 50 (not very skilled) to 99 (absolute superstar) to tailor the Created player to your liking.
- **Modify Player:** This new option lets you modify an existing NBA player's attributes (but not his name). If you modify an NBA player, the data is saved in one of the Custom Player slots, but the player retains his original roster spot.
- **Edit Player Screen:** Edit an existing Custom or Modified player.
- **Delete Player:** Delete an existing Created player or reset a modified NBA player back to his default attributes. This screen isn't available until you Create/Modify a player.

CUSTOM TEAMS SCREEN

You can create up to four Custom teams filled with the NBA and/or Custom players of your choice.

- **Slot:** Select one of the four Custom team slots.
- **City:** Edit the name of your team's city.
- **Team:** Edit your Custom team's name.

- **Logo:** Select one of the available team logos.
  - To add players to your roster, press ■.

> **Note:** The first time you select a Custom team, all the roster slots are empty. You must fill at least 8 roster slots before you can continue.

RESET ROSTER

Reset rosters to the default NBA rosters.

SEASON PLAY

You can take a team through an entire season (including playoffs) in *NBA Live 98*. Detailed statistics are tracked for every player in the league, and you can save multiple Season files if you have enough room on your memory card(s).

When you start your first Season, the Season Settings screen appears, followed by the Season Team Select screen.

SEASON SETTINGS SCREEN

Options on this screen get a short description at the bottom of the screen when the option is highlighted. Most are self-explanatory; those that aren't are detailed below.

- **Season Type:** Leave at **NBA** for default teams or select CUSTOM to choose the 29 teams in your Season (including Custom teams) from the Custom League screen that appears in place of the Team Select screen.
- **Schedule Type:** Play a **97/98** NBA schedule or let the computer set a RANDOM schedule.
- **Playoff Length:** Set the number of games for each playoff round. Choose from **5-7-7-7** (the NBA format; 5 games in the first round and 7 games thereafter), 1-1-1-1, 1-3-3-3, or 3-5-5-5.

- **Full Stat Tracking:** When set to **YES**, 5 memory blocks are used for each Season file. If set to NO, only 2 blocks are used, but individual player stats aren't saved.
- **Always Show This Screen:** Set to **YES** to always display this screen when starting a Season, NO to skip these options in the future and go directly to the Season Team Select screen from the Game Setup screen.

SEASON TEAM SELECT SCREEN

Determine which teams are user-controlled.

- To toggle user control ON/**OFF** for the current team, press ✖. You can control as many teams as you want; user-controlled teams are marked with a 'User' stamp.
- Press **START** to continue. The Season Team Schedule screen appears.

SEASON TEAM SCHEDULE SCREEN

Use this screen to play or simulate games throughout your team's season and access the various Season screens.

- **Season Stats:** The various stat screens let you view stats and standings for the entire league.
  - To open the various stat screens, press ●, then select the appropriate screen.
- **Season Review:** Review the Season in detail, from team vs. team matchup results to hot/cold streaks, team reports, and daily news reports.
- **Injuries:** Review any injured players by team (available only if there are injured players).
- **Season Setup:** Go to the Season Setup screen to modify the settings that can be changed after the Season begins. From here, you can access more screens (e.g., Options, Rules, Active Teams, etc.) by pressing ●.
- **Rosters:** Go to the Rosters screen (➢ p. 22).

EA TIP

Player and Team awards are doled out after the Playoffs completed following a Season. Play big, and you might just win one.

- **Memory Card:** Save your current Season or load another saved series.
- **Quit Season:** Quit the Season in progress.
- **Go To Playoffs:** Go directly to the Playoffs, with the current standings determining Playoff seeding. (➢ *The NBA Playoffs* below.)

THE NBA PLAYOFFS

You can create your own playoff atmosphere any time you want in *NBA Live 98*. Start with an NBA team in Season Play and try to make the Playoffs, or set up your own custom Playoffs as described below.

When you start your first Playoffs, the Playoff Settings screen appears. This screen is similar to the Season Settings screen (➢ p. 25), except that there are fewer options. When you continue, the Playoff Team Select screen appears.

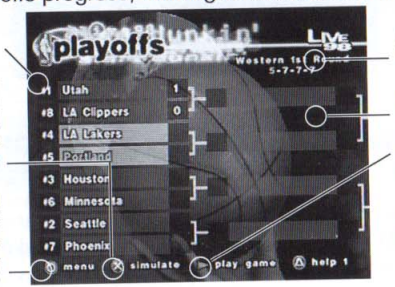
PLAYOFF TEAM SELECT SCREEN

Select teams (including Custom teams) and user control options.

- To toggle USER/**CPU** control for the current team, press ✖. You can control as many teams as you want.
- To bring up the Navigation menu to switch conferences, press ●.
- Press **START** to continue. *The NBA Playoffs* screen appears.

PLAYOFFS SCREEN

The Playoffs screen initially shows the Western Conference matchups. The next matchup to be played is highlighted with a gold box (user-controlled teams are orange), and the current series standings appear next to the team names. As the Playoffs progress, winning teams advance toward the Finals.



Playoff ranking

✖—Simulate next game (If no other user-controlled teams are present, all other current games are also simulated)

●—Navigation menu (view stats, change options, make roster changes, save your Playoffs, or Quit)

Playoff bracket and format

D-Button ↔ to cycle between brackets

START—Play next game (Games involving user-controlled team(s) are played; other games are simulated)

END OF GAME

After a Playoff game, the endgame screens appear as normal. Press **START** to continue, and The NBA Playoffs screen appears. Win/loss records for all teams are displayed next to the team names.

END OF ROUND

- ❒ If you win your round, your team advances to the next bracket to face a new opponent.
- ❒ If you lose a round, you return to *The NBA Playoffs* screen to see the final playoff results. Press **START** to return to the Game Setup screen.
- ❒ If you win it all, press any button to proceed to the Championship sequence. Way to go, champ!

3 POINT SHOOTOUT

The goal of the 3 Point Shootout is to nail as many 3-pointers as possible within one minute. There are 5 racks of 5 balls spread around the 3-point arc. Each bucket counts for one point, except for the last ball in each rack—sink the 'bonus ball', and you get two points.

When you choose 3 POINT SHOOTOUT from the Game Setup screen the following unique 3 Point options appear.

Split Screen: When set to YES, two players shoot simultaneously on a split screen (great for head-to-head competition). When set to **NO**, players alternate.

Players: Select 2–8 shooters.

CPU Players: When set to SIMULATE, computer-controlled shooter results are simulated.

- ❒ The Player Setup screen appears next. Choose the players and **CPU**/PLAYER control (✖ to toggle), and then the contest begins.

ON THE FLOOR

- To **grab the next ball** from the rack, press **R1**.
- To **shoot**, press ●.
- ❒ After your player shoots the fifth ball in each rack, he automatically moves to the next rack.

- After a round you can change player control and review scores.
- If more than two players enter the contest, multiple rounds are used to eliminate the shooters with the lowest scores at the end of each round.
- At the end of the contest, you have the option to PLAY AGAIN with the same player(s), return to the 3 Point Setup screen to SELECT NEW PLAYERS, or **QUIT GAME**.

EA TIP

How long you hold ● affects the shot's accuracy.

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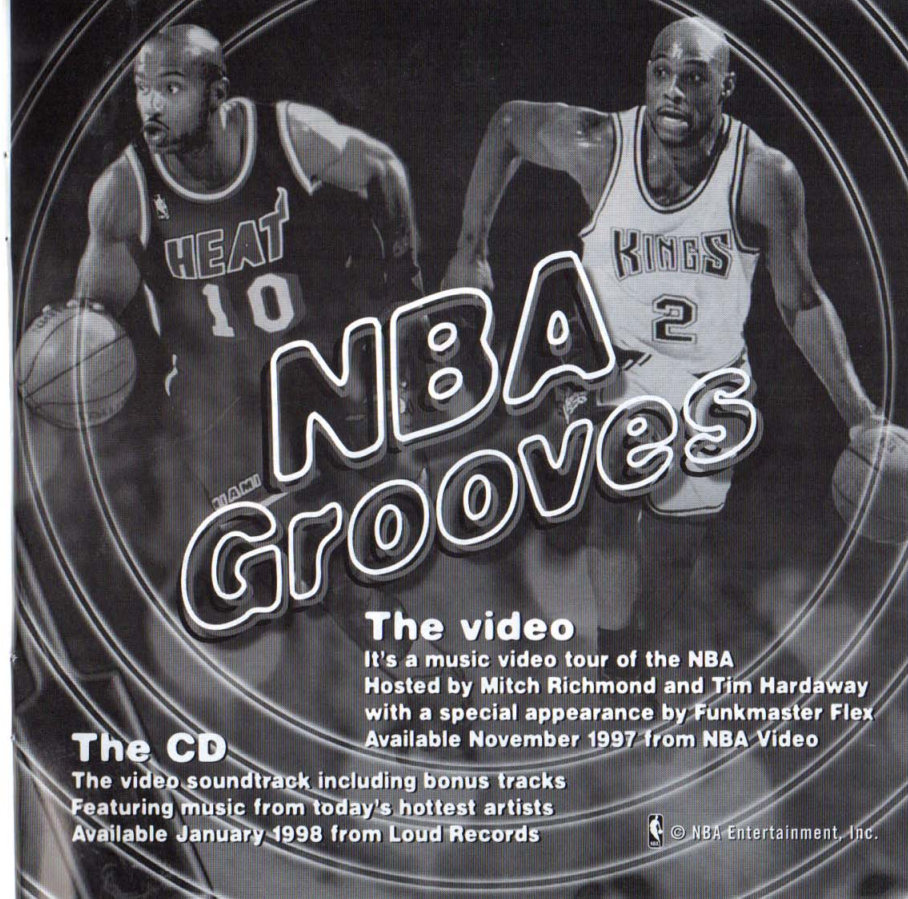
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